

EXHIBIT E



SIGN IN

Schedule

May 19 ▾



9 A

Accessibility is My Favorite Part of the Platform

1 hour / Stage 10 | Cassiopeia



Advanced Data Binding

1 hour / Stage 8 | Crater



Android themes & styles demystified

1 hour / Stage 4 | Ursa Major



Earn more revenue from the AdMob platform

1 hour / Stage 6 | Virgo



Google Apps: New APIs for Building Rich Workflows

1 hour / Stage 5 | Libra



Grow your app with Firebase using Notifications, App Indexing, Dynamic Links & more

1 hour / Stage 2 | Hydra



Machine learning office hours

1 hour / Office Hours | Tables 3&4



Office hours with the Firebase team

1 hour / Office Hours | Tables 1&2





SIGN IN

The key to Firebase security

1 hour / Stage 7 | Leo



Understand your Place in this world

1 hour / Stage 1 | Hercules



VR at Google

1 hour / Amphitheatre



What's new in Android security (M and N Version)

1 hour / Stage 3 | Ursa Minor



What's new with Notifications in Android N and Android Wear 2.0

1 hour / Stage 9 | Cepheus



10A

Best practices in media playback

1 hour / Stage 3 | Ursa Minor



Building for billions on the web

1 hour / Stage 10 | Cassiopeia



Create a great user experience with native ads

1 hour / Stage 6 | Virgo



Daydream Labs: Lessons Learned from VR Prototyping

1 hour / Stage 2 | Hydra



Deep Dive into the Realtime Database

1 hour / Stage 4 | Ursa Major















Google Cloud Messaging performance factors












1 hour / Stage 7 | Leo















Google Play: We are family



	1 hour / Stage 8 Crater	
	Learning to speak Designer 1 hour / Stage 5 Libra	
	Lightweight real world interactions with the Physical Web 1 hour / Stage 1 Hercules	
	Office Hours for the Living Room: Android TV and Google Cast 1 hour / Office Hours Tables 3&4	
	Office hours with Android app performance teams 1 hour / Office Hours Tables 1&2	
	What's new in Android development tools 1 hour / Amphitheatre	
	WhatsApp and Google Drive: The story of our integration 1 hour / Stage 9 Cepheus	
11 A	Codeless Middleware: from paradox to reality 1 hour / Stage 6 Virgo	
	Coming to a Chromebook near you 1 hour / Stage 8 Crater	
	Cross-Platform coding without a net 1 hour / Stage 3 Ursa Minor	
	Fast and resilient web apps: Tools and techniques for delivering great user experiences 1 hour / Stage 10 Cassiopeia	
	Firebase Tech Deep Dive for Android 1 hour / Stage 7 Leo	

	Google Cloud Spin: Stopping time with the power of the Cloud 1 hour / Stage 5 Libra	
	Office hours with the Android Battery & Framework teams 1 hour / Office Hours Tables 3&4	
	Office hours with the Android Multi-Window team 1 hour / Office Hours Tables 1&2	
	Project Tango Developer Panel 1 hour / Stage 1 Hercules	
	Smarter sharing and onboarding with Firebase Dynamic Links and Firebase Invites 1 hour / Stage 4 Ursa Major	
	VR Distortion Correction Using Vertex Displacement for Cardboard Apps 1 hour / Stage 9 Cepheus	
	What's new in Google Play for developers 1 hour / Amphitheatre	
	What's new in Android Wear 2.0? 1 hour / Stage 2 Hydra	
1 P	Monetization and Distribution on Daydream 1 hour / Stage 1 Hercules	
	A new development frontier: Android + Pepper the interactive robot 1 hour / Stage 9 Cepheus	
	Advanced Espresso 1 hour / Stage 3 Ursa Minor	
	Building rich fitness experiences with Google Fit platform and Android	

	<p>Wear</p> <p>1 hour / Stage 4 Ursa Major</p>	
	<p>DevTools in 2016: Accelerate your workflow</p> <p>1 hour / Stage 10 Cassiopeia</p>	
	<p>Material improvements</p> <p>1 hour / Stage 5 Libra</p>	
	<p>Office hours with the Google Apps team</p> <p>1 hour / Office Hours Tables 3&4</p>	
	<p>Office hours with the Google Cloud Platform Team</p> <p>1 hour / Office Hours Tables 1&2</p>	
	<p>Search and the mobile content ecosystem</p> <p>1 hour / Amphitheatre</p>	
	<p>What iOS Developers Should Know About the Firebase Platform</p> <p>1 hour / Stage 7 Leo</p>	
	<p>What's next for the web?</p> <p>1 hour / Stage 2 Hydra</p>	
	<p>reCAPTCHA: Tough on Bots, Easy on Humans, Great on Mobile</p> <p>1 hour / Stage 8 Crater</p>	
2P	<p>Android Wear 2.0: Making Watch Apps more Standalone</p> <p>1 hour / Stage 3 Ursa Minor</p>	
	<p>Building geo services that scale</p> <p>1 hour / Stage 9 Cepheus</p>	
	<p>Designing & Developing for the Daydream Controller</p> <p>1 hour / Stage 4 Ursa Major</p>	

Firestore App Indexing: Rules of Engagement

1 hour / Stage 7 | Leo



Firestore for Games

1 hour / Stage 6 | Virgo



Grow your app or game business in Japan, Korea, and Southeast Asia

1 hour / Stage 8 | Crater



How startups are succeeding on Google Play

1 hour / Stage 5 | Libra



Office hours with the Android Pay Team

1 hour / Office Hours | Tables 3&4



The Mobile Web: State of the Union

1 hour / Amphitheatre



The experts' guide to Android development tools

1 hour / Stage 2 | Hydra



VR & Cinema

1 hour / Stage 1 | Hercules



Your Apps at work

1 hour / Stage 10 | Cassiopeia



3P

"I'm Just Trying to Survive": Ethnographic research on notifications and attention management













1 hour / Stage 8 | Crater



























An in-depth look at the Leanback library

1 hour / Stage 9 | Cepheus



	Android Wear 2.0: Building Apps with Material Design 1 hour / Stage 3 Ursa Minor	
	Android high-performance audio 1 hour / Stage 1 Hercules	
	Building for billions on Android 1 hour / Stage 5 Libra	
	Notifications: Everything you need in 45 minutes 1 hour / Stage 7 Leo	
	Office hours with the Android Location & Context team 1 hour / Office Hours Tables 3&4	
	Polymer and Progressive Web Apps: Building on the modern web 1 hour / Amphitheatre	
	Principles of mobile app design: Delight users and drive conversions 1 hour / Stage 4 Ursa Major	
	Scaling your data from concept to petabytes 1 hour / Stage 6 Virgo	
	What's New with Project Tango 1 hour / Stage 2 Hydra	
	Who are you, really: Safer and more convenient sign-in on the web 1 hour / Stage 10 Cassiopeia	
4P	Android N Office Hours 1 hour / Stage 9 Cepheus	
	Android Wear 2.0: Watch faces and Complications 1 hour / Stage 3 Ursa Minor	

	Angular 2 1 hour / Stage 8 Crater	
	Bring Your Android App to Chrome OS 1 hour / Stage 5 Libra	
	Firebase Fireside Chat 1 hour / Stage 2 Hydra	
	Instant Loading: Building offline-first Progressive Web Apps 1 hour / Amphitheatre	
	Know and grow your users in emerging markets 1 hour / Stage 6 Virgo	
	Office hours with the Google Maps API team 1 hour / Office Hours Tables 1&2	
	Office hours with the YouTube team 1 hour / Office Hours Tables 3&4	
	Progressive, Performant, Polymer: Pick Three 1 hour / Stage 10 Cassiopeia	
	Supercharging Firebase with Google Cloud Platform 1 hour / Stage 7 Leo	
	VR Design Process 1 hour / Stage 1 Hercules	
5P	Android Platform Fireside Chat 1 hour / Stage 2 Hydra	
	Fireside Chat with the Progressive Web Apps Crew 1 hour / Stage 10 Cassiopeia	

	Google.org: Accelerating innovation for people with disabilities 1 hour / Stage 1 Hercules	
	Ignite@I/O 1 hour / Stage 7 Leo	
	Machine learning & art 1 hour / Stage 5 Libra	
	Mobile Web Office Hours 1 hour / Office Hours Tables 1&2	
	Mobile Web Office Hours 1 hour / Office Hours Tables 3&4	
	Office hours with the Firebase team 1 hour / Stage 9 Cepheus	
	The year ahead in Global Tech Policy, and why it matters to you 1 hour / Stage 8 Crater	
6P	Speechless@I/O 1 hour / Amphitheatre	
7P	Google Play Awards 1 hour / Stage 7 Leo	
	After Hours: Art House 3 hours / Stage 6 Virgo	
730P	After Hours: Planetarium 2.5 hours / Stage 3 Ursa Minor	
	After Hours: Tilt Brush Throwback	

2.5 hours / Stage 5 | Libra



After Hours: Underwater Disco

2.5 hours / Stage 1 | Hercules



8P

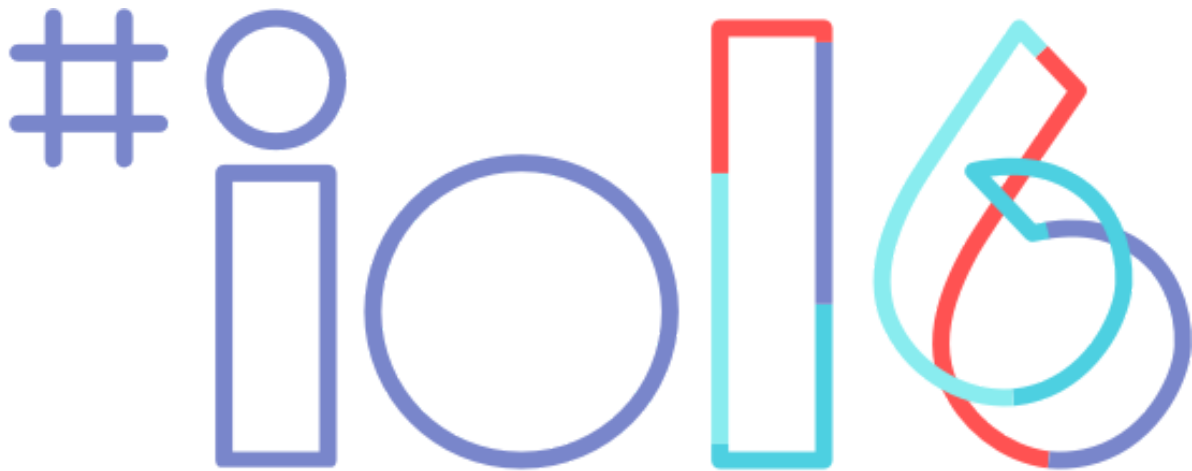
After Hours: Phantogeist with AR gameplay and Project Tango

2 hours / Stage 10 | Cassiopeia



After Hours: The I/O Arcade

2 hours / Stage 4 | Ursa Major

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